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[Wojciech Jarosz](#), [Henrik Wann Jensen](#), [Craig Donner](#)

August 2008 **SIGGRAPH '08**: SIGGRAPH 2008 classes

**Publisher:** ACM

Full text available: [Mov](#) (168:13 MIN), [Pdf](#) (20.10 MB) Additional Information: [full citation](#)

**Bibliometrics:** Downloads (6 Weeks): 204, Downloads (12 Months): 681, Citations

Photon mapping provides a practical way of efficiently simulating global illumination, including interreflections, caustics, color bleeding, participating media and subsurface scattering. It handles complicated geometry and advanced material models. ...

#### 2 [Exploiting perception in high-fidelity virtual environments](#)

**Additional presentations from the 24th course are available on the course website**

[Mashhuda Glencross](#), [Alan G. Chalmers](#), [Ming C. Lin](#), [Miguel A. Otaduy](#), [Dierk](#)  
 July 2006 **SIGGRAPH '06**: SIGGRAPH 2006 Courses

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Full text available: [Mov](#) (68:6 MIN), [Pdf](#) (5.07 MB) Additional Information: [full citation](#), [abstract](#), [relevance](#)

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The objective of this course is to provide an introduction to the issues that arise in building high-fidelity 3D engaging shared virtual environments. The principal goal is to guide important development of algorithms and techniques ...

**Keywords:** collaborative environments, haptics, high-fidelity rendering, multi-user, networked applications, perception, virtual reality

#### 3 [Real-time shading](#)

[Marc Olano](#), [Kurt Akeley](#), [John C. Hart](#), [Wolfgang Heidrich](#), [Michael McCool](#),  
 August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes

**Publisher:** ACM

Full text available: [Pdf](#) (7.39 MB) Additional Information: [full citation](#), [abstract](#), [relevance](#)

**Bibliometrics:** Downloads (6 Weeks): 87, Downloads (12 Months): 703, Citations

Real-time procedural shading was once seen as a distant dream. When it was offered four years ago, real-time shading was possible, but only with the help of combining the effects of tens to hundreds of rendering ...



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[Oliver Deussen](#), [David S. Ebert](#), [Ron Fedkiw](#), [F. Kenton Musgrave](#), [Przemyslaw Jos Stam](#), [Jerry Tessendorf](#)  
 August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes  
**Publisher:** ACM  
 Full text available:  Pdf (17.65 MB) Additional Information: [full citation](#), [abstract](#), [citations](#)  
**Bibliometrics:** Downloads (6 Weeks): 240, Downloads (12 Months): 1505, Citations: 1

This updated course on simulating natural phenomena will cover the latest techniques for simulating most of the elements of nature. The presenters discuss interactive simulation, and research perspectives ...




- 5 [Geometric modeling based on polygonal meshes](#)  
 **Video files associated with this course are available from the citation**  
[Mario Botsch](#), [Mark Pauly](#), [Leif Kobbelt](#), [Pierre Alliez](#), [Bruno Lévy](#), [Stephan F. Luebke](#)  
 August 2007 **SIGGRAPH '07**: SIGGRAPH 2007 courses  
**Publisher:** ACM  
 Full text available:  Pdf (44.53 MB) Additional Information: [full citation](#), [appendices](#), [references](#)  
**Bibliometrics:** Downloads (6 Weeks): 368, Downloads (12 Months): 1407, Citations: 1

In the last years triangle meshes have become increasingly popular and in many different areas of computer graphics and geometry processing. Triangle meshes developed into a valuable alternative ...

- 6 [Spatial data structures](#)  
 [Hanan Samet](#)  
 August 2007 **SIGGRAPH '07**: SIGGRAPH 2007 courses  
**Publisher:** ACM  
 Additional Information: [full citation](#), [abstract](#), [references](#)  
**Bibliometrics:** Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Citations: 1





An overview is presented of the use of spatial data structures in spatial computing. Hierarchical data structures, including a number of variants of quadrees and octrees, are discussed with respect to the space occupied by it. Such techniques ...

**Keywords:** R-tree, R<sup>+</sup>-tree image processing, hierarchical spatial data structures, points, quadrees, rectangles, spatial databases

- 7 [Sorting in space: multidimensional, spatial, and metric data structures and applications](#)  
 [Hanan Samet](#)  
 August 2008 **SIGGRAPH '08**: SIGGRAPH 2008 classes  
**Publisher:** ACM  
 Full text available:  Mov (104:28 MIN),  Pdf (2.35 MB) Additional Information: [full citation](#), [abstract](#), [references](#)  
**Bibliometrics:** Downloads (6 Weeks): 55, Downloads (12 Months): 260, Citations: 1

The representation of spatial data is an important issue in game program development, visualization, solid modeling, and related areas including computer vision systems (GIS). A wide number of representations is ...

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